Claims

1. Method for transferring data between a first computer (1) and a second computer (2), wherein:
   - quality-reducing events resulting in a deterioration in the quality of the transferred data are detected;
   - the quality-reducing events are logged.

2. Method according to claim 1, wherein digitized video images are transmitted and the following quality-reducing events are detected:
   - freezing of video images;
   - artifacts in video images;
   - reduction in the sharpness of video images.

3. Method according to claim 1 or 2, wherein the costs to be paid by a user for data transfer are calculated as a function of the logged quality-reducing events.

4. Method according to one of the preceding claims, wherein the first computer (1) is a server and the second computer (2) is a client, at least some of the quality-reducing events being detected in the client and reported to the server by means of a feedback message.

5. Method according to claim 4, wherein the feedback message contains quantifying measures by means of which the particular quality-reducing event is categorized and/or specified.

6. Method according to claim 4 on 5, wherein the RTP/RTCP protocol (RTP = Real Time Protocol; RTCP = Real Time

Control Protocol) is used and the feedback message is communicated in the RTCP protocol.

7. Method according to one of claims 4 to 6, wherein the feedback message contains one or more bits, specifically one byte.

8. Method according to one of the preceding claims, wherein the first computer (1) is a server and the second computer (2) is a client, at least some of the quality-reducing events being detected in the server.

9. Method according to claim 8, wherein the transmitted data rate is detected by the server and the data rate received at the client is detected by the client and reported to the server, the server detecting a quality-reducing event if the difference between the received and transmitted data rate exceeds a predetermined value.

10. Method according to claim 8 or 9, wherein data losses are detected by the client which reports them to the server, the server detecting the occurrence of a quality-reducing event as a function of the size of the data losses.

11. Method according to one of claims 8 to 10, wherein the RTP/RTCP protocol (RTP = Real Time Protocol; RTCP = Real Time Control Protocol) is used and the received data rate detected by the client and/or the data losses detected by the client are communicated in the RTCP protocol.

12. Method according to one of claims 8 to 11, wherein the client has a buffer whose size is known to the server, said server being informed by the client in the event of

data losses as to what data has been lost, wherefrom the server calculates the occupancy level of the buffer and determines thereby the occurrence of quality-reducing events.

13. Method according to claim 12, wherein the RTP/RTCP protocol (RTP = Real Time Protocol; RTCP = Real Time Control Protocol) is used and the information as to what data has been lost in the event of data losses is communicated to the server via an extension in the RTCP protocol.

14. Method according to one of claims 4 to 7 and one of claims 8 to 13, wherein the quality-reducing events detected in the server and in the client are compared and only the quality-reducing events that were detected by both the server and the client are logged.

15. Method according to one of the preceding claims, wherein the data is transmitted in the form of data packets, specifically via the IP protocol (IF = Internet Protocol).

16. Data network, comprising at least one first and at least one second computer, the data network being designed such that data can be transmitted between the first and the second computer according to a method as claimed in one of the preceding claims .

17. Data network according to claim 16, wherein the data network comprises an IP network (IP = Internet Protocol) and/or a UMTS network (UMTS = Universal Mobile Telecommunications System) and/or a WLAN network (WLAN = Wireless Local Area Network).

18. Computer program product which has a storage media on which a computer program is stored with which a method according to one of claims 1 to 15 is carried out when the computer program is run on a computer.